SPANNER

This cobblestone bridge looks entirely unassuming to the average viewer. But beneath the facade, lies a sentient creature, eager for conversation with those who would walk across it.

Living Bridges. Spanners are living, intelligent, stone bridges. Nobody knows where these creatures first originated, but most scholars believe they began as mimics who were altered by arcane magic and twisted into the form of a bridge. They likely served as guardians and sentries for their creator's lair. Since then though, spanners have migrated through the countryside and spread far and wide the world over. They are known to come in all shapes and sizes, sometimes as a relatively small stone bridge across a brook, other times as a massive stone connector bridging impossibly long gaps. Nobody knows how, or if, they reproduce, but the assumption is that once a single individual reaches a massive size, they split into two separate entities and go their own way.

Gossiping Infrastructure. These creatures are of average intelligence and fully capable of communicating with spoken word. They have a low, gravelly voice that rumbles the rest of the creature's body while they speak. Spanners love to listen in on what those walking across their back have to say. They are particularly fond of good gossip and stories about far off lands. While most spanners are content to lay idle for years at a time, some specimens are more outspoken and actively prevent

creatures from walking over them unless they can provide the spanner with an interesting tale or bit of information.

Protective by Nature. Spanners have no natural end to their lifespan, and as such, will sometimes stay in one place for hundreds of years if the locale is to their liking. Those that are of more social inclination often form relationships with people who cross them regularly. A spanner that provides transport over a river in and out of a small town is liable to know all the merchants, hunters, guardsmen, or anyone else that comes and goes from town frequently. Even if the creature chooses to keep its true nature hidden, it likely knows a lot about the people in town due to its interest in listening to others as they walk across it. This can make them a valuable source of information. Spanners also take great lengths to protect those it cares about from harm. Bandits seeking to cross the spanner in order to raid a village on the other side might find the bridge actively fighting back or simply moving to prevent their crossing. They also seem to have a soft spot for wildlife, freely allowing animals to cross their bodies, and punishing poachers or other individuals it sees as abusive to the natural world.

Spanner

Gargantuan Monstrosity, Typically Neutral

Armour Class - 18 (natural armor)
Hit Points - 145 (10d20 + 40)
Speed - 20 ft., climb 20 ft.

STR 17 (+3)
DEX 5 (-3)
CON 18 (+4)
INT 10 (+0)
WIS 15 (+2)
CHA 8 (-1)

Damage Resistances piercing, slashing
Damage Immunities poison
Condition Immunities poisoned, prone,
Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 12
Languages Common
Challenge 5 (1,800 XP)

Proficiency Bonus +3

Traits

False Appearance.
While the spanner remains motionless, it is indistinguishable from an ordinary bridge.

Living Bridge.
The spanner takes up its entire space. Other creatures can enter the space, but a creature that does so is considered to be on the spanner's body.

Very Difficult Terrain.
At the start of the spanner's turn, it can use a bonus action to try and move any creatures that are currently standing on its body either by rocking back and forth to throw them off, or by magically opening and closing a hole on its body that may cause a creature to fall through. In either case, one creature of the spanner's choosing must succeed on a DC 16 Dexterity Saving Throw or be moved up to 10 feet in a direction of the spanner's choosing (including space below the spanner).

Actions

Multiattack.
The spanner makes two slam attacks

Slam.
Melee Weapon Attack: +6 to hit, reach 5 ft., one creature.
Hit: 14 (2d10 + 3) bludgeoning damage.